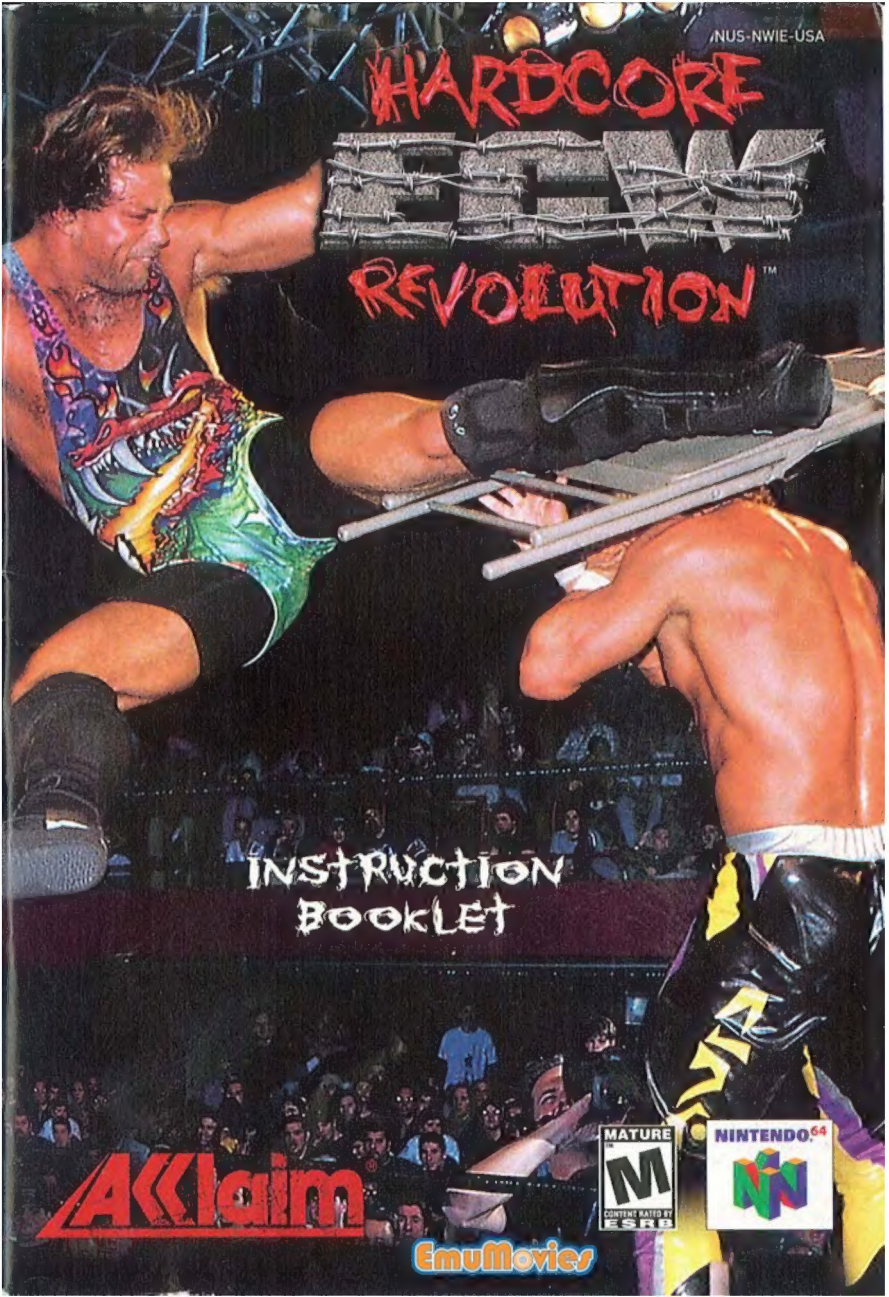
NUS-NWIE-USA

HARDCORE ECW REVOLUTION™



INSTRUCTION BOOKLET

Acclaim

MATURE M CONTENT RATED BY ESRB

NINTENDO 64

EmuMovies

WARNINGS AND CONSUMER INFORMATION

WARNING:PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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MATURE
ANIMATED VIOLENCE STRONG LANGUAGE
Visit www.esrb.org or call 1-800-771-3772 for Rating information.

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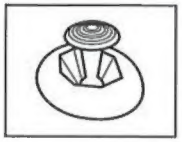
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad. When turning the Control Deck power **ON**, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons.**

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your Hardcore Revolution™ Nintendo® 64 Game Pak™ into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

Note: Hardcore Revolution is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak™ (sold separately).
5. Slide the power switch to ON.

(Important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak™ and Rumble Pak™ accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

IT'S A WRESTLING REVOLUTION!

There's a whole new whirlwind sweeping through the world of wrestling, and shaking it to its very foundations–a Hardcore Revolution! For too long, the same tired tight-wearing titans with the same old moves have dragged their sorry selves around America's arena's until even dedicated fans started yawning, yearning for something better.

Now a new generation of hardcore heroes from the ECW is here with a message–better move over, @#$%! Because this is wrestling that's down and dirty and decidedly extreme! The very best athletes ever to meet on a mat are all here to thrill and shock you! There's a ton of ways to play, and they all share one thing: they're hardcore to the bone! You can try your hand at a Career, with all the ups and downs and upsets, set up your own wild Pay-Per-View scenarios, create your own killer custom wrestlers and bring them in to stomp the guts out of the competition, and plenty more. There are match modes here never seen before in any wrestling game, and for good reason: they're too harsh for anyone but the ECW! So grab your controller and get ready to join a wrestling revolution!

STARTING/MENUS

On the Title Screen, press **START**. You will go to the Main Menu.

Menu controls

MOVE OR PRESS CONTROL STICK/PAD UP/DOWN	Highlight menu item
MOVE OR PRESS CONTROL STICK/PAD LEFT/RIGHT	Toggle highlighted menu settings
A BUTTON	Confirm selection/next screen
B BUTTON	Cancel selection/previous screen
START	Pause Game
Z BUTTON	Help Menu

MAIN MENU

EXHIBITION Try a variety of Exhibition matches.

CAREER Start here to begin your quest for wrestling's highest honors.

TOURNAMENT Get into the ring and battle in an eight wrestler tournament.

PAY-PER-VIEW Create your own PPV wrestling spectacular!

CREATE/EDIT WRESTLER Any match becomes more personal when you use a custom wrestler!

UTILITIES Manage your Controller Pak, set Options and Controller Configurations.

SELECTING GAME MODES

After selecting Exhibition from the main menu, you need to select the type of match you wish to compete in. See Game Modes & Match Styles on page 8 for details on the various modes.

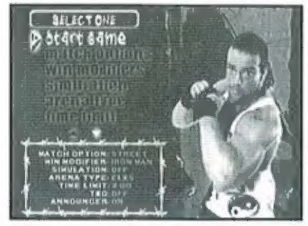
SELECTING WRESTLERS

After selecting the number of players and the match type, it's time to select your wrestler. Depending on the match type, you'll select the wrestler you want to control, those the computer will control or press the **R BUTTON** to have the computer randomly select a wrestler. In **Career mode,** you select a wrestler (2 in Tag Career) to guide through an entire season. In all other matches, Player 1 selects CPU wrestlers. If you've created and saved any wrestlers in Create a Wrestler (see page 16 for details), you can load them for use in any game mode.

OPTIONS

Once you've selected your match and wrestler(s) you can select **START GAME** to begin wrestling, or set your options. Available options change depending on the type of mode and match you select.

MATCH OPTIONS



BARBED WIRE
The ropes are replaced with razor-sharp barbed wire.

DEATHMATCH
Make weapons available during your selected match, and no count out.

CAGE MATCH
Battle within the confines of a steel cage.

LAST MAN STANDING
Once an opponent gets knocked down, a counter will count down from 10. If the number reaches 1 before the wrestler can stand back up, he loses.

TOUGHMAN MATCH
This option is for the 2 on 1 and 3 on 1 game modes. If toughman is ON, the disadvantaged wrestlers must pin all of his opponents, not just one.

STREETFIGHT
This allows players to be pinned inside or outside of the ring.

WIN MODIFIERS

Iron Man Match
Winner of the selected match is the player with the most pins within a specific match length.

I Quit Match
A player can only win by forcing the opponent to submit.

First Blood
The winner is the first player to cause the other to bleed (if Blood option is turned on under Utilities).

Finisher Only
The player can only win by using his/her finisher on the opponent.

2 out of 3 Victories
The player must meet the win conditions 2 out of 3 times to win the match.

GAME OPTIONS

Prematch Options

Simulation
This allows the players to watch the match as opposed to wrestling the match.

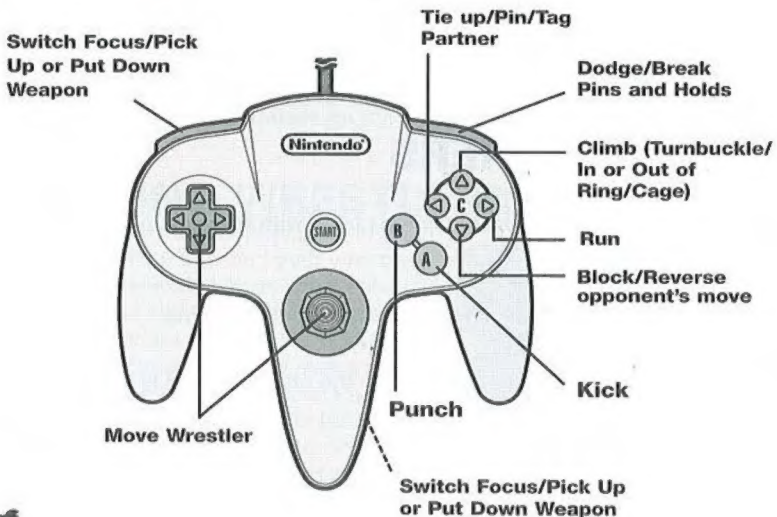
Arena Type
Allows the player to select the arena he/she wants to wrestle in.

Time Limit
This can be set from 1 minute up to 60 minutes or play with no limit.

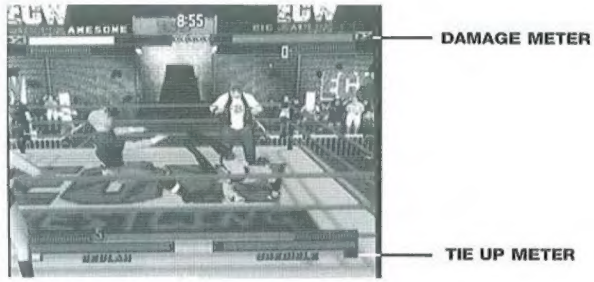
TKO
If this is on, the match will end after a player has taken a specific amount of damage.

Announcer
Wrestle with or without announcer's commentary.

DEFAULT CONTROLS



THE SQUARED CIRCLE



Damage Meter

GREEN
You're in great shape–try anything!

ORANGE
You're tired. You'll have to really start to mash the buttons to escape holds and submissions.

RED
You're in danger–you can be pinned! Watch out for finishing moves!

Tie Up Meter

As a wrestler scores hits, the small box next to the wrestler's name turns different shades of blue. The more blue the box is, the greater the advantage during a tie up.

THE PAUSE SCREEN

Press **START** at any time during a game to bring up the **Pause Menu.** Here you can **Resume** play, view your **Move List** to see your wrestler's moves for the current situation (and the controls), **Quit** the current match and return to the main menu, and see the match type, win modifier, and win location.

MATCH STATISTICS

At the end of each match the game will compile statistics about the match that was just fought. There are two screens you can view.

First Screen

WINNER
Displays which player won the match.

MATCH LENGTH
Displays how long the match took in minutes.

MOVE CHART
Graphic display of how much you're using specific moves, broken down by category.

Second Screen

The second screen offers even more statistic detail, including your total chants, taunts, submission attempts, reversals, victories–just take a look for yourself!

GAME MODES & MATCH STYLES

Hardcore Revolution™ offers an incredible array of wrestling modes and match styles.

EXHIBITION

An exhibition match is a single match of any type. Exhibition matches don't count in the standings. It's just a friendly way to give someone a beating, or to take one if you haven't learned your skills. Use Exhibition mode matches to perfect your play before taking on the rigors of a full Career.

CAREER MODE

This mode is for the real ECW wrestling fan, the kind of player who's not satisfied with simply stomping a few strangers and calling it a day. In this mode, you go through an entire season, touring the fabled cities of America and handing out hardship to anyone who takes you on. By the time you've played through the Career, you're among the elite who can beat just about anybody! After you've beat the CPU a few times, invite your friends over for a whipping, because a Career can be played with up to 4 human players.

About Career Mode

You begin at the bottom, an untested rookie ranked 20th. As you prove yourself and begin to move up in rank you can start to show your stuff against better name wrestlers. As you tour around, eventually you'll end up on televised matches. Ultimately, your skilled wrestler will be eligible to compete in the coveted Pay-Per-View events, where you have a chance to prove yourself before the most devoted and demanding fans in the world. PPV matches include fan favorites like Hardcore Heaven, Guilty as Charged, Living Dangerously, Heatwave, Anarchy Rulz, and the November 2 Remember.

Once you're ranked #1, your next PPV match will be for the Acclaim Hardcore Championship belt. If you win the belt, you'll keep your #1 ranking, and then have to defend your belt to prove you're not a paper champion. 5 successful title defenses will do the trick. You will then enter into the bottom (#15 ranking) of the TV Title competition, where reaching a #1 ranking ensures you a chance at the Television Championship. Say you've earned the first two titles. Feeling pretty good, starting to believe you can beat anybody right? Well take a breather brother, because you've got to start another round of competition if you want to prove you've got what it takes to win wrestlings top honor: The ECW World Heavyweight Championship!

Think you can take all three? Good luck!

CAREER MATCHES

The ECW tour moves from city to city all across this great land of ours, bringing joy and seriously disturbing entertainment to all. Most of these matches could only be enjoyed live and in person–until now! These matches are worth 1 ranking point. Of course, every Friday some ECW matches are televised on TNN, and there are special PPV events.

PAY-PER-VIEW
This is a special televised event. These matches have the most flash and include Wrestler Intros. It's a real chance to shine and build up a following. When a Pay-Per-View event is a title match, it's worth 3 ranking points so there's plenty on the line.

LIVING DANGEROUSLY™
Compete against fellow wrestlers in a grueling specialty match. This is an 8 man tournament. This particular event doesn't end until you either lose 1 of the 3 matches or win all 3.

ANARCHY RULZ™
Random match types include: Deathmatch, 3 Way Dance, 2 on 1, Tag Team, Elimination Style matches, etc.

GUILTY AS CHARGED™
Pick 3 wrestlers to join your regular wrestler, creating a 4 man team to fight against an opposing 4 man team. If your team wins, your wrestler moves up in rank, even if your wrestler was pinned during the match.

HARDCORE HEAVEN™
This is a Barbed Wire or Cage match, so someone's bound to suffer!

NOVEMBER 2 REMEMBER™
This is a regular match. It is only played when a player is attempting to win the Heavyweight title.

HEATWAVE™
Now this is ugly: a mad mix of modes where anything can happen.

THE MULTIPLAYER CAREER

In a multiplayer version, there is an initial Elimination Style 4 Way Dance match to place players in slots from 20th - 17th for 4 players (the winner is ranked 17th). After that, each player in rank order fights a match against a randomly selected CPU or human player. Losers are deducted 1 rank and winners are advanced 1 rank. Ties will be resolved during the TNN shows on Fridays. TNN matches are always 4 Way Dance matches and worth 2 points to the winner and 1 to the losers.

When a player is ranked 1st he must fight in a match versus the other human players to prove why he is the number 1 contender. If he wins, he will have the chance to take on the multiplayer career champion for the ECW Heavy Weight Championship belt. If that #1 ranked player loses, the player's ranking is reduced by 1. All other wrestlers advance 1 rank.

Tag Team Career

The Tag Team Career is similar to the regular career mode, except all matches are tag matches, as your team battles to gain the Tag Team Championship belts. This match can be played with players on the same team (Tag Career Co-op) or on separate teams (Tag Team Comp).

MATCH STYLES

There are two basic match styles: **Normal** and **Elimination Style.** In a **Normal** match, you win when you beat your first opponent, while in an **Elimination Style** match you must beat all your opponents to triumph.

NORMAL MATCHES

Versus

This is the classic 1 on 1 match. Each player selects 1 wrestler and they face off. The match continues until the rules set up by the player have been satisfied.

Tag Team

Tag team is a match that requires 4 wrestlers. Under regular rules this match would end as soon as a legal wrestler has been pinned. Two wrestlers are outside of the ring standing on the apron kitty corner from each other. It is a 2 man team with only 1 man being able to stay in the ring legally. The illegal wrestler has to stay outside on the apron until he is tagged. Once the legal man tags the illegal man, their positions switch. The illegal man can enter the ring, but only for a count of 5 seconds. When the 5 seconds are up, the illegal man must then exit the ring and stay back in his team's corner. This time meter will slowly fill back up to 5 seconds.

NOTE: Once a player is tagged out, that wrestler will remain outside the ring for approximately 10 seconds, during which time he or she cannot be controlled.

To Tag a Teammate: Press the PICK OPPONENT BUTTON. In order to tag, you need to focus on your teammate 1st (L1). Then press the TIE UP BUTTON to tag your teammate.

To Call in a Teammate: Press BLOCK + DODGE to call in your partner.

Tornado

This mode features 4 wrestlers in the ring at once in a 2-on-2 match without tag team rules. The match ends when both people on one team have been eliminated. When 1 person is eliminated, the match becomes a 2-on-1 handicap match. The eliminated player can continue to wrestle outside of the ring on the floor, so beware!

1 on 2

In this mode, 2 players face off against a single foe. The individual wrestler must fend for himself while the other two wrestlers are free to pummel at will. The teamed wrestlers are free to attack the single wrestler as much as they like and are not restricted to a tag format. Under normal circumstances, the match will end when a wrestler from 1 team has pinned a wrestler on the other team. The disadvantaged wrestler doesn't need to pin both wrestlers.

1 on 3

If 2 on 1 is too easy for you, try 3 on 1! The rules are the same, but the odds are much worse!

Lumberjack

In this mode, 2 players face off in the ring. There is a catch, however. Outside the ring are 2 CPU controlled wrestlers eager to pound any poor, unsuspecting, wrestler who finds himself outside of the ring.
Select your wrestlers, then choose 2 CPU lumberjack players who stay outside the ring on opposite sides. The CPU wrestlers outside the ring do not interact in any way with the wrestlers inside the ring as long as the in-ring wrestlers remain inside the ring and are careful not to find themselves within grabbing distance of either CPU wrestler outside the ring! Once the wrestlers inside the ring wander outside it, they'd better have their affairs in order!

3 Way Dance

In this match, three wrestlers compete. Once a person has been eliminated, the match is over and the victory goes to the person who pinned or submitted the eliminated person.

Battle Royal

The rules for Battle Royal are exactly the same as the rules for Elimination Style Battle Royal with the following exceptions: all 4 players start in the ring at the same time and there are only 4 wrestlers. The match ends when there is only 1 wrestler left in the ring.

ELIMINATION STYLE MATCHES

Vs

In this mode, 2 players face off in the ring, but one opponent has a big advantage: one player is able to select a 4 man team! The player with a 1 man team must defeat all members of the other team. In a 1 Player Vs. Elimination match, the user fights a CPU one-on-one until the CPU gets eliminated. Once the user has eliminated his opponent, another wrestler appears that the user must fight. This continues until the user has successfully beaten 4 CPU opponents.

Tag Team

This mode is similar to a regular Vs. mode, but with a teammate. In this mode, the player and his/her teammate fight a teamed-opponent. As the enemy wrestlers are eliminated they are replaced with fresh teammates until all 4 wrestlers on the enemy team have been eliminated. If both the player and his/her teammate are defeated before they defeat the enemy wrestlers, the match is over. Tag Team rules apply.

8 Man Tag

This mode is Tag team marathon match with 2 teams. Each team has 4 wrestlers and it's a fight to the finish. However, each team has his/her tag partner and 2 other teammates waiting in the wings. Whenever a wrestler is eliminated, they are replaced with the tag partner on the apron and a teammate waiting in the wings comes in to become the new tag partner. The match ends when there is only 1 team left.

4 Way dance

There are 4 wrestlers in the ring at once in a free-for-all style. The match ends when there is only 1 wrestler left. Once a wrestler has been eliminated, he/she is forced outside of the ring. Elimination is by submission or pinfall.

3 Way Dance

This type of match is very similar to a Vs. match. 3 people are in the ring at once in a free-for-all-format. The match ends after 2 wrestlers have been eliminated. The winner is the wrestler that didn't get eliminated.

Stable Match

Same as 4 Way Dance only each player has a team of 4 wrestlers. When a player gets pinned, his/her wrestler leaves and a new one comes out until all his/her wrestlers are eliminated. The match ends when there is only 1 wrestler left in the ring and all of the other teams' wrestlers have been eliminated. Also, the last member of each team is allowed to remain outside the ring and fight with any other wrestlers outside the ring or wrestlers that he/she drags from inside the ring to outside the ring.

Battle Royal

The Battle Royal is among the wildest spectacles in wrestling, a straight ahead, free-for-all with no pins, no submissions, and no count outs! You can't even leave the ring and fight outside. It starts out with 2 wrestlers grappling in the ring, with another wrestler entering every 30 seconds. This continues until 4 wrestlers are in the ring at once. You eliminate opponents by throwing them over the top rope.

Once a wrestler is eliminated, another fills that spot until all 30 wrestlers have been in the ring. When the Battle is over, a stat screen will come up showing how many times you eliminated someone, how many times you were eliminated, and how much in-ring time you had. The winner is the last man in the ring. The Battle Royal also lets you select wrestlers for all 30 wrestler slots if you want.

SOME SPECIALTY MATCH TYPES

In Hardcore Revolution™
You'll come across some truly brutal match types, which can show up at any time. You can turn on Hardcore and Cage matches in the Match Options. Here's a taste of what to expect, besides a lot of yelling and whimpering.

Barbed Wire Match
We've replaced the usual ring ropes with razor sharp barbed wire! Yep, those strands of barbed wire are real and they can sure give you something to write home from the hospital about!

Steel Cage Match
The winner is the first wrestler to climb out of the cage, usually leaving a helplessly beaten opponent lying on the mat below. If you think you can climb out to safety before your opponent is down, you'll soon have that faith shaken, friend, along with every bone in your body! The player can turn the Steel Cage on in the options before starting a match.

Deathmatch
In a Deathmatch, you can forget about fine points and concentrate on fire power! Just about any object can be used to punish your opponent. Your opponent will be hoping to treat you to a weapon-enhanced beating, too, so be prepared to hurt! Weapons are turned on by selecting a Deathmatch or Last Man Standing match.

TOURNAMENT

In this mode, the wrestlers face off in regular Vs. matches in a playoff-style tournament. If a player wins, he/she advances to the next tier. The mode is complete when there is only 1 wrestler left. On the options screen before each match, you can choose to simulate the upcoming match. If you choose simulation, you may then choose View Match or Sim Winner. Simulating a match will return the player to the tournament screen, with the winner advancing. Up to 8 human players can compete in Tournament play. Player 1 will select all of the wrestlers. All players will wrestle using controllers 1 and 2.

PAY-PER-VIEW

NOTE: Pay Per View requires a Controller Pak (sold separately).
Want to re-live some of greatest wrestling matches ever broadcast? Ever wanted to create the perfect wrestling card? **"Create your Own Pay-Per-View"** mode is for you! In this mode you get to build a Pay-Per-View from the ground up. You can pick the name of the event, select the colors of the apron curtains–even choose between a House arena and a Pay-Per-View arena! You can also pick the type of matches for the Pay-Per-View, select the wrestlers who will participate in the Pay-Per-View and determine which wrestlers will face off–you're the big shot now!

PAY-PER-VIEW SETUP

When you select Pay-Per-View, you'll come to the Pay-Per-View Setup screen.

Name Event

Use your controller to give your Pay-Per-View a name.
- Control Stick/Pad to select a character.
- Press the **A BUTTON** to enter the character.
- Select **END** and press the **A BUTTON** when the name is complete to return to the PPV setup menu.

Select Matches

There are 8 match slots available. You can use as many or as few of the slots as you like. When a slot is selected a pop up menu let's you choose **Exhibition** or **Tournament** style play. At the next screen, select how many players will compete, then scroll to the desired match and press the **A BUTTON.** Once you select a match type you'll go to the wrestler select screen to choose the wrestlers for that particular match. Press the **B BUTTON** to cancel a selection and go back to a previous screen.

Edit A Stadium

Customize the look of your PPV spectacular!

Stadium
Select where you want the action to take place.

Ring Lights
Use the right light color to set an atmosphere of fear!

Entrance Lights
Select the color lighting for the stage entrance area.

Ring Mat
Change the colors of the mat logo.

Ring Apron
Select from several different banners to hang on the ring apron.

Pad Color
Select the color of the ring post pads.

Post Color
Set the ring post color.

Rope Color
Hey, that matches my tights!

Banners 1, 2 and 3
Select different banners to hang on the scaffolding.

When you've set up the stadium to perfection, press the **B BUTTON** to return to the Pay-Per-View Setup screen.

When you're ready to pound out some PPV action, select SAVE PPV to save your settings (you cannot progress until you've done so). Once you've saved your PPV, select START PPV. The PPV game will load, and you will be ready to roar.

Load PPV
Load up and play a previously saved PPV.

Save PPV
Save your current PPV progress and settings.

Clear PPV
Reset the Pay-Per-View.

Note: You must save your PPV before you can start.

Start PPV
Begin your Hardcore Revolution spectacular.

CREATE A WRESTLER

This is where you can create, edit and save custom wrestlers. Then you can take them in to the ring to prove their mettle in the midst of all manner of Hardcore Revolution™ madness!

Controls

Highlight option/ Cycle through settings	UP/DOWN CONTROL PAD
increase/decrease sliders	LEFT/RIGHT CONTROL PAD
Cancel/previous item	B BUTTON
Select/confirm item	A BUTTON
Toggle color/sleeve length	C DOWN BUTTON
Turn Wrestler right	C RIGHT BUTTON
Turn Wrestler left	C LEFT BUTTON

CREATING YOUR WRESTLER

CREATE
Access the create menu, where you can alter all sorts of body settings, including adding text to costumes.

NAME
Give your perfect creature the perfect name.

ATTRIBUTES
Assign the desired mix of attributes like stamina, speed, etc.

MOVES
Choose which moves your wrestler can pull off.

PERSONALITY
Use this screen to select your theme music, run-in partner and whether the crowd cheers or boos your wrestler.

CONTROLLER PAK
Access your Controller Pak to use Save and Load functions, or to Delete.

RESET
Erase the current creation.

CREATE

Highlight Create and press the **A BUTTON.** A menu will appear with a number of options: **Body, Head, Upper, Lower, Text, Random** and **Clear.** Select **Random** to have the computer create a wrestler with random elements. **Clear** will clear any unsaved current creations. The remaining options each have several sub-categories of unwholesome options you can set. Get in there and see what you can do! Press the **A BUTTON** when an option is highlighted. A sub-menu will appear with all the settings you can handle. Scroll up or down to highlight an option, then press the **A BUTTON** to enter.

Prebuilt or Created? In many cases, you can choose from a vast selection of prebuilt items, or create your own. To create your own, select Create and press the **A BUTTON.** You can then select from any available options (for example, under Masks, after you select Create you can choose Masks or Designs). Next, scroll to a desired choice, mess with the color if you like, then select it.

Body

Select your Body Type, Skin Type and Color.

Head

Choose the Eyes, Nose, Mouth, Hair, Beard, Mask and Accessories that will make your wrestler come to life!

Upper

Choose from an incredible inventory of garish garments and absurd accessories!

Lower

Choose plenty of loco looks for your wrestler's loins and add some comfy footwear!

COLOR SETTINGS

You can set the color/tone on some selected items. To do so, press the **C DOWN BUTTON** to activate the color area, press **UP** or **DOWN** on the Control Pad/Stick to highlight a color option slider, then move the slider (LEFT or RIGHT) to get the look you want. When you're done, press the **B BUTTON** to return to the menu area.

Different options have different color adjustment options available. You can usually adjust:

Hue
All the colors of the rainbow, from yellowed bruise to black-eye blue!

Saturation
Sets the amount of color.

Brightness
Make the color dark or light.

LENGTH SETTINGS

From Upper>Shirt or Lower>Pants you can adjust sleeve and pant lengths to get the look you want. To access the length meter, press the **C DOWN BUTTON** twice (the first press highlights the color settings), then press **LEFT** or **RIGHT** on the **Control Pad/Stick** to raise or lower the length.

Text

When Text is highlighted on the Create menu, press the **A BUTTON** to bring up the text editing screen. Select a clothed area you wish text to appear on and press the **A BUTTON.** You'll come to the text input screen. Press the **A BUTTON** on a selected line to access the text input window, then use the **Control Pad/Stick** to highlight desired characters and the **A BUTTON** to input a character. When text is complete, highlight **NEXT LINE** and press the **A BUTTON.** You can set text color by moving the slider. Press the **B BUTTON** to return to the body area menu.

Text options

You can choose a large or small font and vertical or horizontal text alignment under Options. Press the **C DOWN BUTTON** to access the options area, then use the **Control Pad/Stick** to highlight your choice. Press the **A BUTTON** to confirm.

RANDOM Choose Random to have the computer generate a custom wrestler for you.

CLEAR Get rid of that clunky custom freak and make a better one.

NAME Give your Colossus a fitting fighting first and last name, and an awesome alias as well.

ATTRIBUTES

You assign your creation varying degrees of six attributes (from 1 to 10), with the total equal to 36. Common sense suggests you create a wrestler with balanced attributes, heavier in some areas, lighter in others, but have fun experimenting by creating creatures with, say, plenty of strength but no endurance, or lots of recovery but no speed. You're sure to find their resulting performance entertaining! The attributes are:

Strength
Affects damage you deliver.

Toughness
Makes you less vulnerable to low damage attacks like punches and kicks.

Speed
Impacts walks, blocks, dodges, climbing the Turnbuckle and Cage.

Recovery
Initial recovery value is lower, plus it lowers your chance of getting stunned.

Charisma
Affects your crowd support, which can have a big impact on the amount of damage you do.

Mat Skills
Affects your ability to pull off moves.

MOVES

You can choose which moves you want your custom wrestler to have in particular situations and there are plenty of moves to choose from. You can use a full set of moves from one of the ECW wrestlers, or use Edit to create your own custom set of moves from the entire Hardcore Revolution repertoire.

TO EDIT A MOVE SET: Move the highlight to a desired move type and press the **A BUTTON** to bring up the moves list for that move type. Controls for each move appear in a window to the right of the move name.

TO CHANGE MOVE CONTROLS: Highlight the Buttons window and press the **A BUTTON** to view the possible button combinations available for that move. Scroll to the desired button and press the **A BUTTON** to select it, or the **B BUTTON** to go back without changing.

Note that moves are listed by the amount of damage they do, and that each move uses a certain percentage of space in your move set. Your move set can not exceed 100%.

PERSONALITY

Your new problem child will need to borrow some characteristics from existing wrestlers. You can use the crowd reaction, fighting style, theme song, entrance, run-in partner, and voice/grunts of any ECW rascal.

CONTROLLER PAK

Access your Controller Pak to Load, Save or Delete a created wrestler.

RESET

Back to the drawing board. Clear any unsaved Create-A-Wrestler data and restore default settings.

UTILITIES

MAIN OPTIONS/CONTROLLER CONFIGURATION
Utilities offers a host of gaming options, plus a separate Controller Configuration screen. The main utilities screen offers you these choices:

Control Config
Use this to set controls to suit your preferences—or your prescription!

Save Options
Access your Controller Pak to save option settings.

Difficulty
Select among Easy, Medium and Hard skill settings.

Intros
Choose to play with or without the ECW wrestler intros.

Recovery
Wrestlers will regain health during a match (ON) or not (OFF).

FX Volume
Turn sound effects OFF, or choose among Low, Medium and High settings.

Music Volume
Turn the music OFF, or choose among Low, Medium and High settings.

Language
Choose **TEEN** or **EVERYONE.** Which setting is truly **HARDCORE?**

Name Meter
Choose to have the wrestler's name appear (ON) or not (OFF) or to act as a **HEALTH METER.**

Damage Meter
Turn this meter ON or OFF.

Tieup Meter
Turn this meter ON or OFF.

Health Meter
Turn this meter ON or OFF.

Blood
Play with festive blood ON or don't (OFF).

HINTS AND TIPS

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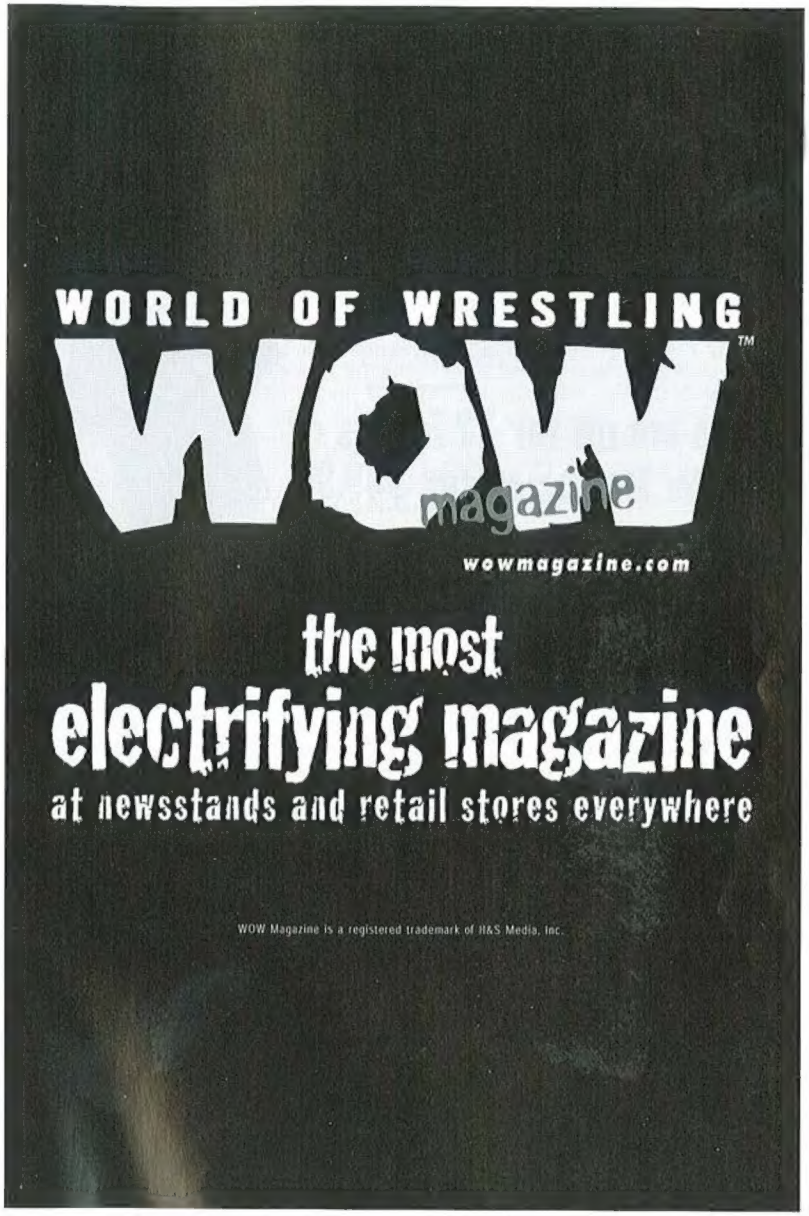
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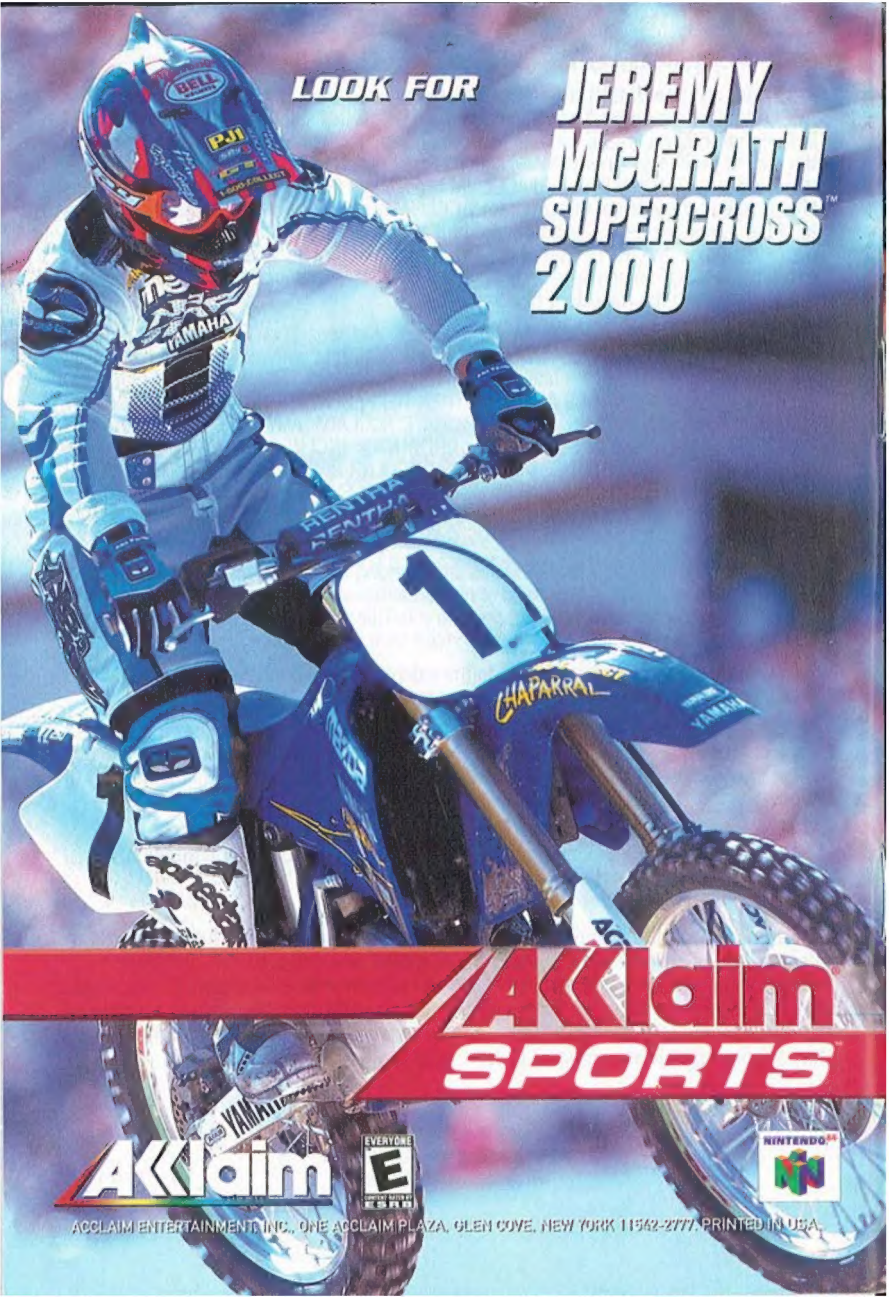
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